Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. **(Currently Amended)** A system for regulating resource consumption in a computer system used for utility work and production work, the ~~apparatus~~ system comprising:

an arrangement for determining ~~the utilities~~ at least one utility within the computer system;

an arrangement for deriving a throttling level for ~~each~~ the at least one utility which quantifies the reduction in the rate at which the at least one utility consumes resources; and

an arrangement for enforcing the derived throttling level for ~~each~~ the at least one utility;

wherein said arrangement for enforcing the throttling level is implemented within the at least one utility;

wherein the system utilizes a processor to regulate resource consumption.

2. **(Currently Amended)** The system according to Claim 1, wherein said arrangement for determining ascertains whether the <u>at least one</u> utility has indicated its presence with the <u>computer</u> system.

3. **(Currently Amended)** The system according to Claim 2, wherein indicating the presence of the utility within the <u>computer</u> system comprises the <u>at least one</u> utility registering with a utility manager.

4. **(Cancelled)** The system according to Claim 2, wherein said arrangement for enforcing the throttling level is implemented within the utility.

5. **(Currently Amended)** The system according to Claim [[4]] 2, wherein the <u>derived</u> throttling level is enforced through a self-imposed sleep.

6. **(Currently Amended)** The system according to Claim [[4]] 2, wherein the <u>at least one</u> utility is a multi-process utility and the <u>derived</u> throttling level is enforced by reducing the parallelism of the multi-processes.

7. **(Currently Amended)** The system according to Claim [[4]] 2, wherein the <u>derived</u> throttling level is enforced by reducing the amount of memory used by the <u>at least one</u> utility.

8. **(Currently Amended)** The system according to Claim [[4]] 2, wherein the <u>derived</u> throttling level is enforced by changing the granularity of locking.

9. **(Currently Amended)** The system according to Claim [[4]] 2, wherein the derived throttling level is enforced by reducing the amount of processing accomplished by the at least one utility.

10. **(Cancelled)** The system according to Claim 2, wherein said arrangement for enforcing the throttling level is implemented by an agent external to the utility.

11. **(Currently Amended)** The system according to Claim 9, wherein the derived throttling level is enforced by reducing the operating system priority of the at least one utility.

12. **(Currently Amended)** A method for regulating resource consumption in a computer system used for utility work and production work, the method comprising the steps of:

determining the utilities at least one utility within the computer system;

deriving a throttling level for each the at least one which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

enforcing the derived throttling level for each the at least one utility;

wherein said arrangement for enforcing the throttling level is implemented within the at least one utility.

13. **(Currently Amended)** The method according to Claim 12, wherein said determining step comprises ascertaining whether the <u>at least one</u> utility has indicated its presence with the <u>computer</u> system.

14. **(Currently Amended)**The method according to Claim 13, wherein indicating the presence of the <u>at least one</u> utility within the <u>computer</u> system comprises the utility registering with a utility manager.

15. **(Cancelled)** The method according to Claim 13, wherein said enforcing step comprises the throttling level being implemented within the utility.

16. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced through a self-imposed sleep.

17. **(Currently Amended)** The method according to Claim 15, wherein the <u>at least one</u> utility is a multi-process utility and the <u>derived</u> throttling level is enforced by reducing the parallelism of the multi-processes.

18. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced by reducing the amount of memory used by the utility.

19. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced by changing the granularity of locking.

20. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced by reducing the amount of processing accomplished by the <u>at least one</u> utility.

21. **(Cancelled)** The method according to Claim 13, wherein said enforcing step is accomplished by having an agent external to the utility implement the throttling level.

22. **(Currently Amended)** The method according to Claim 21, wherein the derived throttling level is enforced by lowering the operating system priority of the at least one utility.

23. **(Currently Amended)** A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform a method steps for regulating resource consumption in a computer system used for utility work and production work, the method comprising, said method comprising the steps of:

determining the utilities at least one utility within the computer system;

deriving a throttling level for each the at least one which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

enforcing the derived throttling level for each the at least one utility;

wherein said arrangement for enforcing the throttling level is implemented within the at least one utility.